

Game for Savage Worlds, Jump by Aehriman.

Do you believe in monsters? Well you better, because they're out there and they mean business! The Cabal of Evil formed under the leadership of the monstrous Jack the Ripper has the Victorian world on its knees and it's up to you to fight back.

You're a Ripper—one of a secret band of monster hunters dedicated to saving humanity—and the horrors that stalk the night are your rightful prey. To aid in this struggle, Rippers extract the essence of these monsters' powers and use them to enhance their own abilities. But be warned, by taking such horrific measures you risk losing your mind—or worse. Torn between the need for greater power and the threat of terrifying insanity, you must choose how best to fight the creatures of the night. Choose well, for if the Rippers fail humanity is lost!

Or you could join the Cabal and prey on humanity instead. Up to you, really.

Welcome to a gaslit world of wonders, and equally terrible horrors that stalk the night! Whether you fight the powers of darkness or serve them, you'll want these **1,000 creature points** (cp) to get by!



STARTING LOCATION

Choose a starting locale, or roll a random one for +100 cp.

United Kingdom: The British Empire is still *the* force to be reckoned with around the world, British naval power ensures her dominance in world trade, but resentment of British rule and interference is felt in all corners of the globe. British troops are garrisoned worldwide, but the Victorian age is ending and the Empire's decline has already begun, though few in Britain will accept that yet. 1

France: Containing one of Europe's oldest and most beautiful cities, beneath the surface Paris is a hotbed of political unrest and Cabal activity and home to a great mystery, vampires who hunger not for human blood. 2

Germany: Though the monarchy is waning, Germany is growing strong once more, and as its power waxes, so does that of the wolves of the Black Forest. 3

Italy: Unified once again, but politically unstable.The Rosicrucians wage an endless battle in the catacombs beneath Roma. 4

Russia: The Russian Empire is expanding, but long-neglected domestic issues and a detached noble class threaten to cause serious problems. 5

Ottoman Empire: A fading state the Cabal hope to turn into a safe haven with a puppet sultan. 6

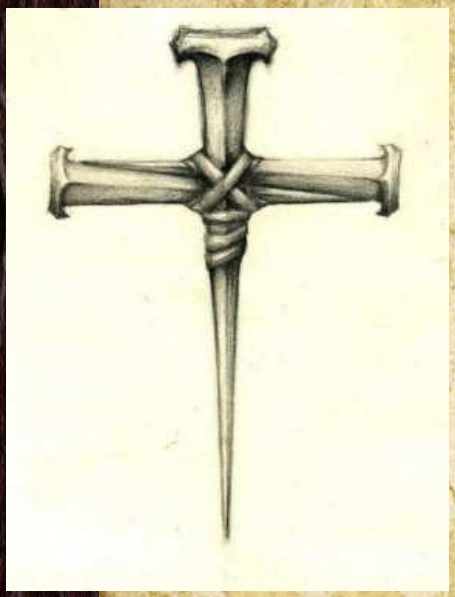
United States: A bitterly contested ground between Rippers and Cabal, the dead of New Orleans do not rest easy while strange beasts prowl the New England forests. 7

South America: A continent full of strange beasts of the Amazon, and the famed island of Doctor Moreau. 8

Australia: The former penal colony is thriving, in the middle of a gold rush, though Aboriginal Spirits are causing issues and there remain huge swathes of unexplored territories. 9

Egypt: The shifting sands and ruins of Egypt hold a mysterious fascination as the home of humanity's most enduring civilization, but the lands of the pharaohs remain home to ancient evils. 10

Congo Free State: The prize of King Leopold's fledgling empire, the Congo is a remote jungle wilderness home to fierce creatures unknown to Western science, and all too human cruelty. 11



China: The Qing dynasty faces trying times as resentment of the West grows within. And not just from humans, watch out for the Jianshi. 12

India: Land of mystery and magic, fertile ground for both factions. 13

Japan: Opened to the West thirty years ago, in the middle of the Meiji Restoration, Japan is still a land of old spirits. 14

Tibet: A mysterious land reputed to hold lost cities and temples of enlightened wisdom. 15

Romania: The site of Castle Poenari, better known to Rippers as Castle Dracula. 16

Either Pole: One of the last unexplored frontiers, though not for lack of trying. Best find shelter quickly. 17

The Underworld: Winding tunnels lead deep beneath the Earth, to realms of antediluvian creatures. Great apes, sea monsters, and dinosaurs. Care for a journey to the center of the Earth? 18

ORIGINS

RIPPER

Monster hunting organizations have existed since the Twilight Legion and Sons of Solomon. The modern Ripper traces his lineage to two events: the assault on a Hospitaller fortress by a vampire during the Crusades, and Dr. John Dee's accidental slaying of a werewolf with his silver-tipped cane. Dee and his assistant, Edward Kelly, discovered they could grant animals and men the beasts supernatural powers by means of *rippen-transferre*, or transplanting cursed organs and flesh. Dee founded the Rosicrucians before faking his death, and later as Dr. Jack assembling an all-star team of scientifically inclined monster hunters. Doctors Griffin, Jekyll, Frankenstein, Moreau and Van Helsing. Though all save the last eventually succumbed to Ripper Psychosis and began abusing rippertech to ghastly ends.

Frazer's Fighter - A loose collection of explorers, archaeologists, and mercenaries led by the famed tomb raider Allan Frazer. They operate out of a Cairo bar and mostly keep to Africa and the Middle East, and have little time for the disputes and political intrigues between other groups.

Masked Crusader - It's too early for Batman, but this is the Age of Zorro and not too removed from the Shadow. Exceptional people sometimes adopt colorful identities to fight both supernatural evil and mundane crime.

Old Worlder - A motley crew of woodsman, werewolf hunters, and mad scientists who operate in the deep forests and mountains of Eastern Europe. The Old Worlders are pragmatic and a little hidebound, preferring tried and true solutions or science over mysticism, but willing to accept any ally against evil.

Order of St. George - An umbrella group of the remaining Hospitallers, and other knighthoods and religiously-inclined secret societies. Deep in the mysteries of miracles and armed with many religious relics, the Order forbids its members from practicing black magic and rippertech, and agitates against these practices in other groups.

Rosicrucian - The Order of the Rose and Cross, a group of alchemists, astrologers and mystics founded in the Elizabethan Era by Dr. Dee when he first discovered rippertech, which they have since disavowed the use of. The Rosicrucians' use of angelic and hermetic magic sets them at odds with many other factions. Take either Magic or Miracles free, but take Rivalry (Witch Hunters) for no points.

Slayer - The vampire slayers trained and led by Abraham Van Helsing himself, and the primary striking arm of the Rippers, arguably the core of the entire group.

Witch Hunter - A fanatical group dedicated to destroying all witches, sorcerers, satanists, cultists, etc. Generally highly religious, mostly against rippertech and extremely against the use of magic.

CABAL

Maddened by his many years of implantation, furious at the treachery of his ingrate disciples, Dr. Jack had a brief but notable career as a London serial killer, "Jack the Ripper" while he secured replacement parts for his own aging bits. Now an outcast and hunted by the Rippers, he set out to recruit every werewolf, sorcerer, vampire, mummy and necromancer who would love to see the Rippers fall, his own Cabal of Evil to bring the world to its knees.

Hyde - Footsoldiers of the Cabal, you've been dosed with Dr. Jekyll's formula, and sometimes spontaneously transition into an unleashed Id state. Though the original was small and wiry, most later models become large and brawny when transformed. You have made some peace with your darker half, a time-share agreement, if you will, bringing them much needed planning and rationality, and you some needed indulgence.

Lycanthrope - Weres of all forms abound in the wild spaces still found in Europe, though the lupine variety remains easily the most common. Werebeasts are incredibly powerful, fast and vicious. They are invulnerable to all but silvered weapons, regenerate slowly and naturally possess enhanced senses and the ability to transform into an animal and/or animal hybrid state. The howls and cries of such are terrifying, they can often find the chink in any armor and anyone incapacitated but not slain may become one.



Mummy - Most commonly found in Egypt, mummies may also be found in Central and South America, and a few in the Himalayas. Most of the Egyptian variety serve Imhotep. Mummies are known for their resistance to magic, their crushing strength, aura of fear and weakness to fire. Those preserved bodies of kings and court magicians are further masters of necromancy and earth magic.

Patchwork Man - Victor Frankenstein's prototype may have vanished, but the work lives on, providing the Cabal with slow-witted but obedient (most unlike the original!) undead for their mission. Extremely strong and resilient, able to press through damage that would cripple or kill a mortal man.

Saucy Jack - Sometimes monsters are born, and then made much worse. A Saucy Jack is made when Dr. Jack chooses a serial killer to "bless" with several random rippertech implants. Usually some of his nervous tissue to share some of his deranged personality and hatred of women, but you are spared this part. Take any three Implants for free.

Vampire - Few creatures spark fear in mortal's hearts like a vampire. Their powers are vast and varied, but it's their sheer cunning, large number of thralls and ability to reproduce quickly that makes them truly, incredibly dangerous. They cast no reflection, are immune to all harm save decapitation, holy weapons or wooden stakes. All have supernatural strength and resilience, sharp claws and fangs. Many, but not all, have a mesmerizing gaze, allure, telekinesis, can summon mist or transform into a swarm of bats, command wolves, and so on. Vampires are weakened by holy symbols and garlic.

Witch - There are numerous "white witches" around the world, many work for the Rippers in some capacity. You are not one of those, but someone who delved deep into sinister powers for greed, envy, lust or even idle curiosity. You might be a more traditional witch, a mad monk or evil priest, or even a Mambo sworn to the dark Loa. Have either Magic or Miracles for free.



PARTY

Serious Chapel (-50 cp) A stern old witch hunter who dresses in an anachronistic mix of old Puritan and modern clothing. Serious is a famous trainer of Rippers and a skilled hunter, known for his obsessive devotion to seeing no innocent is accidentally harmed by the group. He is, in fact, Cotton Mather a famed minister involved in the Salem Witch trials, after coming back to life shortly after burial (or perhaps he was buried prematurely) he decided to use his second chance to atone for those lost to the Witch Hysteria.

Allan Frazer (-50 cp) A tomb robber in Egypt, in 1883 he was the sole survivor of a massacre when a sandstorm unearthed a previously undiscovered pyramid and a murderous mummy. Fleeing into the desert, he was rescued by Allan Quartermain who recruited him into the Rippers, and when Quartermain vanished, Frazer became the de facto leader of all the Rippers in Africa, whom he coordinates from his Cairo bar, Al's.

Jonathan Harker (-50 cp) A real estate salesman once held prisoner by Count Dracula so the old monster could learn to blend in with contemporary English society, Harker served Van Helsing in nearly destroying the Count, than trained long and hard with Serious Chapel and the Old Worlders until now, when he's confident of finishing the job.

Mina Harker (-50 cp) Jonathan's wife who very nearly became a vampire herself. She is Van Helsing's understudy and protege, stalking the back alleys of Eastern Europe at night wearing the ivory skull mask of the Avenger.

Spring-Heeled Jack (-50 cp) A young nobleman cheated of his inheritance, Jack spent his last pound on a "super-suit" with a built-in flamethrower, spring-loaded boots and glider wings, he recast himself as a modern Robin Hood, robbing the rich and giving (most of) the money to the poor. A daredevil and a womanizer, but a decent fellow at heart.

Father Angus McBane (-50 cp) The assumed name of James Melmoth, a descendant of cursed monk Brother John Melmoth who traded the souls of his entire bloodline for fantastically extended life and occult power back in medieval times. McBane knows he is damned unless he somehow finds and destroys his distant forebear, and with the strength of his faith he can call on genuine miracles.

The Yankee (-50 cp) A wealthy New York businessman who lost his wife, allegedly to a crossfire of Irish mobsters, the man now called the Yankee went a little bit insane and donned a Revolutionary War uniform to wage a war on the New York Irish and all immigrants, with gadgets and a secret lair like an intensely racist Zorro or Batman. After some months, he learned the Cabal was actually to blame and did a hard pivot into monster-hunting, even recruiting many of his gang victims into the Minuteman Militia.

Tara Lagrange (-50 cp) Born in 1875 New Orleans, Tara's childhood was full of constant reminders of the humiliating defeat her family suffered in the Confederate cause, inspiring her to launch a secret guerilla campaign against northern "carpet-baggers" and freedmen, until she picked a fight with a vampire and only survived because the Yankee saved her. Reminded of his own misaimed crusade, the man in the ancient uniform convinced Tara that northerners weren't all bad, and their mutual enemy only became stronger for their discord. In a few short years, Tara has become widely recognized for her abilities, though she's still something of a loose cannon.

The Suffragette (-50 cp) While a small child, Suffragette's mom - a naturalized Chinese immigrant, was murdered for daring to try and vote in a local election, and her father drank himself into an early grave. She obsessively studied martial arts and acrobatics, hoping to champion equal rights and end the evils of drugs and crime, until she discovered literal vampires were behind most of the global drug trade. She found the Rippers and has been an honored member ever since.

Nikolai Tesla (-50 cp) Brilliant inventor on the cutting edge of electric science, complete failure as a businessman, and an obsessive personality. The Cabal targeted him hoping for the means to rapidly charge eldritch devices.

Sherlock Holmes (-50 cp) The famous detective has been on the trail of Dr. Jack for years, though he knows him by the pseudonym Moriarty. He's something of a skeptic where the supernatural is concerned, but willing to believe when all probable alternatives have been exhausted.

Dr. Jack (-50 cp) Born John Dee before discovering Rippertech, famed worldwide as Jack the Ripper, this reclusive and brooding scientist has now turned his hand to the destruction of all he built, murder and a global alliance of monsters are mere tools in his kit.

Dr. Henry Jekyll (-50 cp) The original Hyde, Jekyll thought he saw in rippertech the means to rid himself of evil impulses, instead he merely gave form and voice to all the things buried under his formidable English repression.

Dr. Prometheus (-50 cp) Doctor Moreau may have died, but his apprentice carries on the important work of creating human/animal hybrids. He has even discovered a way to make far more consistent and powerful results, which he has named Omega Beasts.

Dr. Victor Frankenstein (-50 cp) The first of the original rippers to go off the rails, Victor dreamed of conquering death, but instead has as his legacy only a growing army of monsters.

Dracula (-50 cp) The most famous and powerful of vampires, he had a near miss a fear years back at the hands of Quincy Morris, Van Helsing, Seward and the Harkers, but the big guy is feeling a lot better now, and eager to get his own back.

Gather the Lodge (-100 cp) You may import any number of Companions from your world or previous adventures, with 700 cp of their own to spend, and appropriate discounts on items or from their faction choices.

Interested Parties (-100 cp) Should you wish to recruit any number of historic or fictional personages from this era, you need only ask, and pay a small fine for the privilege.



EDGES

Discount two Edges at each price tier. Discounted 50 and 100 cp Edges are free.

Language (free/50 cp) As a traveled, well-educated person of the period, you are fully fluent in no less than four languages. For 50 cp, in all of them, in this and future Jumps.

Ambidextrous (-50 cp) Literally "two right hands" you can use either hand with equal skill and facility.

Artistry (-50 cp) Pick a form of art, such as painting, sculpture, poetry, prose or music. You are skilled enough to earn national and perhaps international acclaim. This may be taken multiple times.

Charismatic (-50 cp)You're really likable for some reason, you exude confidence and goodwill, and appear really trustworthy and kind on a first impression.

Iron Jaw (-50 cp) It's really hard for others to render you unconscious, nor do you get concussed or lasting damage from repeatedly having heavy things slammed into your skull.

Knowledge (-50 cp) As they say, knowledge is power. You possess an advanced degree in a scholastic field, such as mathematics, or chemistry, biology, astronomy. This comes with all relevant knowledge and skills, but does not reflect esoteric knowledge such as the occult hidden from the general public. This may be taken multiple times.

Riding (-50 cp) You are as skilled a rider of horses as any cavalryman. Even a long day in the saddle won't leave you with sores. Just remember, in non-emergencies to alternate riding the horse for an hour, then walking beside the horse for an hour.

Tradesman (-50 cp) It is a time of great industry, and you are naturally skilled in a humble but honest trade and related skills, such as a miner or factory worker. Perhaps you can cook or sew for a living, or drive a horse-drawn cab. This may be taken multiple times.

Uncommon Specimen (-50 cp) Pick one of the five Savage Worlds stats: Smarts, Strength, Agility, Vigor or Spirit. You are now at the very pinnacle of human ability there, a little beyond what many believe is possible. This may be taken multiple times.

Attractive (-50/100 cp) Jumpers and gentleman/lady adventurers are rather vain, as a rule. Not to fear, you're in the upper fifth percentile for good looks, and will retain them, aging gracefully. You never scar. For an extra fifty points (100 total) you are one in a million, the face that launches a thousand ships, and never dirty or ill-kept.

Renown (-50/100/150/200 cp) In European society in particular, status is everything and mostly determined by birth, though skilled artists, composers, etc. can climb quite high. For 50 cp, you start as part of the burgeoning middle class, for 100, upper class or fairly well known on the local level. 150 cp and you are an elite, an aristocrat or someone with a national reputation. Finally, for 200 cp you are either royalty or someone otherwise so famous that your name is known across the civilized world and even in America.

Acrobat (-100 cp) You possess incredible agility, flexibility and skills for running, climbing, leaping and tumbling.

Alienist (-100 cp) To call psychology an art in its infancy is to give it too much credit. Still, you are a rare soul with sympathy towards the damaged psyche, and a good idea of how to help a troubled mind.

Arcane Chemist (-100 cp) You are an expert in ripping and distilling extracts from monsters, and always seem to produce twice as much product. Nor are there ever faults in your work.

Cynic (-100 cp) You've been burned before, hurt before. Now you're wise to what lies behind a flattering smile, and far harder to manipulate or deceive.

Guts (-100 cp) You have seen horror, whether on the battlefield, the factory floor or the back-alleys on a moonless night. Despite the supernatural dread that clings to many a specter or creature of the night, you do not freeze or hesitate when you see your end, you move and fight to the last breath.

Hardy (-100 cp) You're incredibly tough. Things like stubbing your toe or getting a black-eye simply no longer cause you injury, or even faze you. When something does hurt you, it's almost always far less than it likely should have been.

Intimidating (-100 cp) You possess an aura of menace that in the right situation can be frightfully useful in getting your way.

Gone Native (-100 cp) You adapt very easily to exotic climates and cultures. Given a week or two, you might be able to pass as a local, though they will know you for an outsider.

Pugilist (-100 cp) Boxing is a most popular sport in these times, and you're a champion in your weight class, which can also be handy when it comes time to crack heads.

Thief (-100 cp) You have all the skills of an abandoned street urchin, well familiar with how to pick a pocket, jimmy a lock or let yourself in through a third-story window.

Survival (-100 cp) Whether the great frozen North, the Australian Outback or the rain forests of Peru, you know how to survive and thrive in the wilderness, how to find or make shelter and hunt or forage for yourself a fine dinner. With time and a little luck, you could put Robinson Crusoe or Cyrus Smith to shame.

World Traveler (-100 cp) You've all over the world and made lifelong friends in just about every city and town. Everywhere you go, you are welcome and none consider you an outsider or foreigner.

Detective (-200 cp) You know how to glance over a crime scene and reconstruct what happened, can find the smallest clues and traces and have enough clout with the police as a famous detective to let you get away with some astonishing things. No trail is ever so hidden that you cannot unearth it, no plot or conspiracy so airtight you cannot tug on the threads. The game is afoot, but you're on the trail.

Officer (-200 cp) You have served with distinction in a place of leadership, either in war or in a police force. You know how to inspire and lead, and how to take care of the mundane administration and logistics work.

Scholar (-200 cp) Research is a vital part of a Ripper's work, often the difference between life and death. You not only read fast and retain much, you have a sense for how to find the answers you need, whether they're in a library or hidden behind ancient riddles.

Sneaky (-200 cp) Probably you hunted a lot as a youth. Whatever the case, you are highly skilled in evading notice and moving about unseen. This may not let you evade the sharper senses of a vampire or werewolf, but if anyone has a chance it's you.

Surgeon (-200 cp) In an age of mad doctors, it's easy to overlook the more mundane kind. You are as skilled as anyone in period medicine and know how to treat most common, and many uncommon ailments.

Faction Defender (-200 cp) Your individual faction within the larger group (like Slayers, or Mummies) know you as a great hero. You are easily able to take charge when dealing with said faction and they are more than happy to offer whatever support you need. In future Jumps you may apply this to an organization or faction of similar scale.

- **Faction Luminary** (-100 cp) Instead of one faction, this applies to your entire side. All Rippers or Cabal know your name and most are happy to accept your leadership, unless for some reason actively hostile (witch hunters hate a sorcerer, etc.) You are a Big Name on your side.

Paragon (-300 cp) The greatest Rippers are righteous individuals and fierce protectors of the innocent. You lead by example, and inspire others to fight the dark forces as you do. You are an exceptional field leader, but also a teacher of the precious and hard-earned lore of a monster hunter.

Psionics (-300 cp) The arts of mesemerism and psychoanalysis taken to their logical extreme. Not much good for changing the real world, outside a little basic telekinesis, but fantastic for getting information, learning languages, and you'd be astonished what you can do with mental illusions.

Sterner Stuff (-300 cp) Your body is uncommonly suited to extractions and rippertech. You are steeled against the downside of multiple implants and any future improvements made to your body are without risk or complications.

Weird Science (-300 cp) It is the era of Jules Verne, Nikolai Tesla, Thomas Edison and other visionaries. Then there's you, with the engineering skills and fertile imagination to match any of them, but also a foot in the world of the supernatural. What wonders will you craft?

Magic (-400 cp) Whether with a Hermetic Order, the Rosicrucians angelic sorceries or an initially darker path, you have learned to master the eldritch forces of the night. Will you combat the darkness, or serve its ends as your will and power reshape the world around you?

Miracles (-400 cp) You have studied laboriously under the clergy, likely even at the Vatican, and learned to invoke the grace of God to bless your allies and curse your foes. This is particularly good for healing and the creation of holy water.

Rippertech (-400 cp) You are an expert in the esoteric medical arts of *rippen-transferre*, the sharing or claiming or power by transfusing the fluids and transplanting the organs of monsters. You can come up with all sorts of new implantation procedures, and carry this benefit into your future worlds.

Background Discounted Edges

Monster Hunter (-100 cp, first free to Ripper of appropriate faction) Pick a particular type of monster. Vampires, werewolves, zombies, demons, animals, animated statues, etc. You are now an expert in fighting them, knowing their tricks and tactics inside and out. This is also of great use in tracking them.

Each faction gets a free purchase: Mummy's for Frazer's Fighters, Hydes for Masked Crusaders, Demons for St. George, Weres for Old Worlds, Vampires for Slayers, Witches for Witch Hunters… let's say cultists for Rosicrucians.

Tomb Fighter (-100 cp, free Frazer's Fighter) When you spend a lot of time battling mummies in tombs, or zombies in catacombs, you learn a few tricks for making close quarters work for you, in particular using them to trip up or restrict your opponents.

Fortune Favors the Bold (-200 cp, free Frazer's Fighter) Allan Frazer calls explorers, cowboys, tomb raiders and hired guns to service, men who not only stand against the darkness, but crave adventure for its own sake. It is said that fortune favors the bold, and while you act boldly, your luck is boosted, perhaps explaining the incredible rate at which Frazer's Fighters survive foolhardy stunts that really should have seen them dead.

Alternate Identity (-100 cp, free Masked Crusader) You have a second, hidden identity with a full backstory and credentials which no one can pierce, allowing you to hobnob with the nobs one hour, and catch a drink in a seedy tavern the next. Very useful for moving about.

Exceptional Individual (-200 cp, free Masked Crusader) There exists a single skill at which you have a most transcendental capacity. Swordsmanship like Zorro, marksmanship like Anne Oakley, incredible feats of acrobatics or the like. This can be taken multiple times.

Wolfen Jaeger (-100 cp, free Old Worlder) You have trained extensively with the greatest hunters of werewolves in the Old Worlders, those dedicated to eliminating the scourge of lycanthropy from the Earth. As such, you are an expert in tracking and fighting wolves and hybrid forms, and have trained to resist the terrifying howl and most lethal attacks of such beasts.

Grim Fatalism (-200 cp, free Old Worlder) Old Worlders come from a superstitious and fatalistic land. A place where even small children know most of the lore of monsters. As a consequence, not only are you are an expert in the differences between a strigoi and a bannik, you have learned to resist the mind-bending terror of such things and are never more than mildly unnerved by fear effects.

Sorcerous Schooling (-100 cp, free Rosicrucian) You have learned a great deal about the occult, and in this and every future world will know a great deal of not only what bumps in the night, but what is possible with magic and what might be required for the greatest workings.

Mystic Pact (-200 cp, free Rosicrucian) In a pinch, sheer grit and willpower can substitute for arcane energies. Though it can really wear you out, you can instantly refill your mana through force of will alone, though only once a day.

Pure-Hearted (-100 cp, free Slayer) Your clarity of purpose and sheer will allow you to resist the transforming curses inflicted by vampires, werwolves and similar.

Righteous Fury (-200 cp, free Slayer) You fight with a fervent wrath which makes you sharp, not sloppy. You dodge faster, strike harder against the undead and forces of supernatural evil. You have also learned to literally turn your pain into power, or at least harness the adrenaline rush to become more dangerous, not less, the greater your injuries.

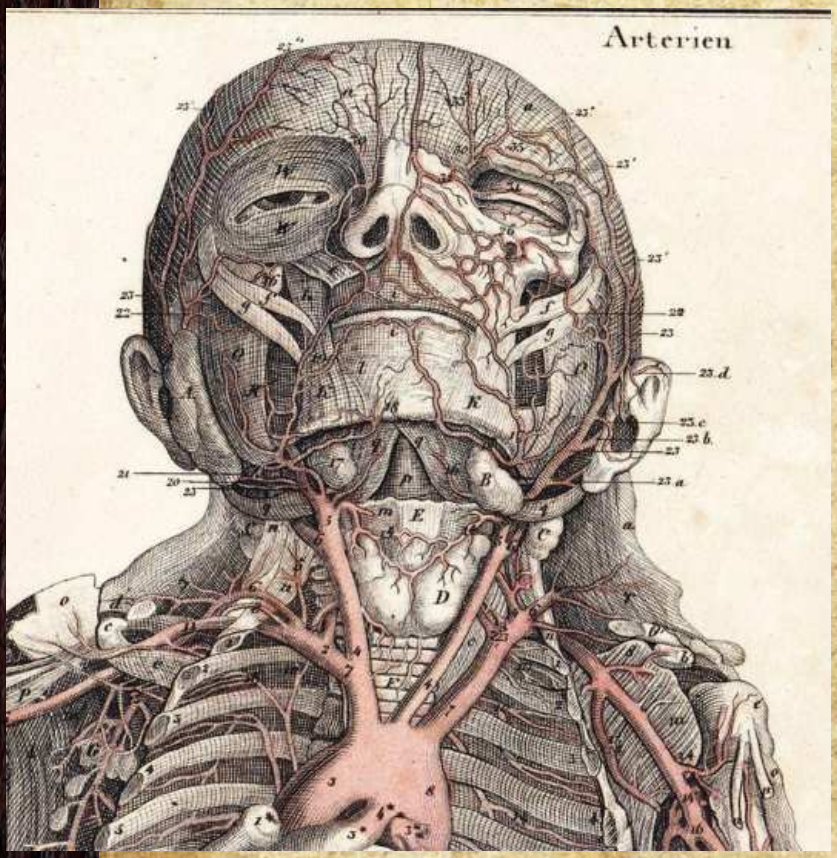
Pilgrim (-100 cp, free Order of St. George) The Order are the keepers of countless holy relics with which to fight the darkness. Your care and reverence for these causes them to recognize a worthy bearer. Holy items and similar simply work *better* for you.

Song of St. George (-200 cp, free Order of St. George) The beautiful aria known as the Song of St. George soothes nearby allies and bolsters their courage, restoring hope to the hopeless, putting steel in the spines of the beaten and turning routs into headlong charges.

Hammer of Witches (-100 cp, free Witch Hunter) Witch hunts have never been about witches, but envy and greed and hatred. Conveniently, these are the same things that motivate most witches. You can rapidly determine when true dark powers are at play, or merely human evil.

Charms & Wards (-200 cp, free Witch Hunters) Witch hunters spend their days tracking down witches, hags and rogue priests. You know how to prepare various minor charms, symbols, tattoos, ointments and even odors to ward off the evil eye, even to make black magic more likely to backfire on its user.

Know Your Enemy (-100 cp, first free to Cabal of appropriate faction) Choose a faction of Rippers. Since the moment you traded humanity for something different, they have stalked and harassed you, but it's made you sharp, strong, and wise to their tricks. You're an expert in their tactics and priorities, procedures and psychology.



From Hell (-100 cp, free Cabal) It's not that you don't understand moral scruples or squeamishness, you've simply learned to never let these things hold you back. You can 'switch off' such moral pangs or the capacity for horror at need.

Lordship (-200 cp, discount Cabal) No mere fledging or servitor are you, but one of the mightiest of your kind, whether a great vampire lord, a royal mummy, or whatever form that takes for other monsters. Not only are your powers greater, others sense your superiority and right to rule.

RIPPERTECH

Discount Two implants at each price tier, discount 100 cp implants are free.

Ancient's Organs (-100 cp) You have swapped out some organ, a liver or pancreas, perhaps, for that of a mummy. As a result, any sickness passes in a quarter the normal time, and is never lethal or fully debilitating.

Blood of the Damned (-100 cp) With the infusion of several pints of demon's blood, you have developed a most extraordinary resistance to fire.

Carnivorous Maxillae (-100 cp) This curious gland in the roof of the mouths of vampires and werewolves causes their normal dentures to morph into grotesque fangs, capable of inflicting considerable damage while the jaw distends to seize great mouthfuls.

Claws (-100 cp) Take the claws from a werewolf or nosferatu. These are all but impossible to hide, and may cause people to flee in terror.

Demon Hide (-100 cp) A demon's tough hide can be dissolved in holy water, then skimmed and injected beneath a human skin, where it grows into a subdermal layer. This is quite effective armor, better than leather, but any tears in the skin will reveal the unsettling interior.

Demon Horns (-100 cp) Hard to hide without a custom hat, or very long hair. Technically a weapon, but a very unwieldy and efficient one.

Gills (-100 cp) Hidden along both sides of the neck, until you submerge, are the gills of an aquatic monster, allowing you to breathe water as easily as air.

Gruesome Black Humors (-100 cp) A viscous, oily substance extracted from one of Frankenstein's creations was injected into one of your major organs, granting it some of the supernatural resilience of said creature.

Hardened Hand (-100 cp) Your toughened hands can catch blades and are rarely injured, punch through most walls. Less formidable than the claws, but far more discreet.

Hecate's Tears (-100 cp) The tear ducts of a witch are hard to come by. Those who implant them gain the power of the 'evil eye.' Able to unsettle, sometimes terrify others at a glance.

Lymph Graft (-100 cp) One of the most sought after, and most difficult or rippertech grafts. Numerous lymph nodes must be extracted from a vampire while still alive (well, undead) in a highly delicate procedure. After implantation, however, the subject becomes ageless. Beyond death, save for violence, accident or disease.

Pheromones (-100 cp) With glands from a more bestial or seductive monster, you develop a kind of animal magnetism. People are more willing to pay attention to you and do you favors.

Retinal Graft (-100 cp) You can see perfectly in the dark, though normal light is a little harder on your peepers.

Zombie Patches (-100 cp) Undead flesh is quite sturdy. You have some patches of flesh as limited armor.

Adrenal Acceleration (-200 cp) Implanting the adrenal gland of some beast of inhuman celerity allows you to share in its blinding speed.

Aethereal Form (-200 cp) Intense study has led Rippers to isolate the compound in a vampire's blood that causes it to cast no reflection. By including such in your blood, you can turn invisible for a full two minutes, though you cannot do so again without a good night's sleep or at least a couple hours and some hot broth.

Hag's Heart (-200 cp) By replacing an ordinary human heart with that of a witch, steeped in dark power, you double your mana reserves.

Hellfire Synapses (-200 cp) Even the tiniest bit of a demon's neural tissue causes thoughts to race, connections to be made easily. In short, it makes you smarter. This may be taken multiple times, each doubling the benefit.

Infernal Fascia (-200 cp) The tough membrane around a demon's chest and belly organs can be extracted and with some difficulty implanted. At the user's command, meter long tentacles explode from their torso, flailing to strike down all about them and providing a terrifying image before retracting back. Pack extra shirts.

Limbic Lacing (-200 cp) The limbic system governs instinctive reactions. After months of work threading the system with that of another, you possess a keen awareness of your surroundings and superhuman reflexes.

Mesmeric Eyes (-200 cp) Replacing your eyes with those of a vampire grants their dominion over the weak minded. As long as your spirit and will are stronger, you can lull people and monsters into a suggestible trance state.

Monstrous Ferocity (-200 cp) The brainstem of the more savage beasts causes you to enter a berserker rage in combat, showing a vicious prowess. This can be taken multiple times to allow additional rages per day.

Muscle Weaving (-200 cp) Most Rippers favor cunning and preparation over brute strength, but there is a certain satisfaction in surprising a monster with the knowledge that you too can wrestle at their level. This reinforcement may be taken multiple times, each doubling the effect.

Pelt Pate (-200 cp) You have an eccentric appearance, having scalped yourself to graft on some of a werewolf's pelt in place of your own hair. Probably took inspiration from stories of transformations with wolf pelts. Well, it worked and you can change into a wolf and back at will, or a different animal though replacing your scalp with something feathered or scaled will draw more than a few odd glances.

Pharaoh's Scales (-200 cp) Most of your flesh has been replaced with that of a royal mummy. You must moisturize aggressively lest your skin become flaky and dried out. However, you gain their resilience to hostile magic, taking half damage from magical sources.

Preternatural Reflexes (-200 cp) Spinal fluid from a creature of supernal grace, granting you incredible balance and coordination. This can be taken multiple times, each one doubling the effect.

Retractable Claws (-200 cp) Striking power of claws, but with the visibility issue taken care of. Win-win.

Sinner's Spine (-200 cp) Dr. Jekyll was the first to come up with this spinal transplant from a zombie, which banishes all fear. Well, a person is still aware of danger, but never panics or is thrown off their game.

Skeletal Reinforcement (-200 cp) Plugs of strengthened bone fuse to your human bones, reinforcing them and increasing your resilience. This can be taken multiple times and doubles the effect each time.

Vampiric Membrane (-200 cp) A retractable membrane linking your elbows to waist. Somehow this generates enough lift for you to glide, if a little awkwardly.

Witch's Bile (-200 cp) A vile substance from a witch's pancreas, implanted. In stressful situations, you have bursts of foresight, giving you a huge tactical edge (combat precog). Unfortunately, this causes some gastronomic distress when you eat cooked meat.

The Eternal Mind (-300 cp) Bits of vampire brain give access to some of the knowledge and wisdom they've accrued over centuries of living. You are at least a little skilled in everything, and have a high degree of skill in all common skills the vampire could reasonably have often practiced such as riding or fishing.

Hellish Heart (-300 cp) Few Rippers would take the risk of replacing their heart with that of a demon, but if you withstand the corruption, you will find you have unlocked their secrets of regeneration. Nothing short of death itself can keep you down for more than a few hours.

Morphable Visage (-300 cp) Fibers of tissue from a shapeshifter have been joined to your muscles, bones and vocal cords. You can transform your appearance, even impersonating specific people, though you are mass restricted.

Will of the Hag (-300 cp) A witch's brain is a shriveled mass of spite, but a small portion added to a healthy brain can grant some of their power. You can summon and command swarms of bugs and vermin.

GEAR

Have +500 cp just for this section, discount two items at each price tier.
Discounted 50 and 100 cp items are free.

Extract (Variable) Many rippertech implants are available also in the form of draughts, injections or ointments, causing a temporary transformation. They can still go horribly, even lethally, wrong if the least mistake was made in their brewing. Besides which, their temporary nature provides only fleeting advantage. Finally, Extracts are wasteful, often an entire monster's body is used up to provide just one dose of Extract. Still, for the willing, the rewards can be great.

You may purchase a safe extract for one half its cost as a Rippertech implant, with some rounding up. 50 cp for a 100 cp implant, 100 if it was 200, but 200 points for 300 cp implants. Each purchase grants a single dose which is replaced once a week if used.

The following Rippertech is available only as an implant and *not* an extract: Claws, Retractable Claws, Carnivorous Maxillae, Infernal Fascia, Lymph Graft, Mesmeric Eyes, Vampiric Membranes, Witch's Bile, Hellish Heart.

Favor (Variable) Someone out there owes you. For free this is a minor debt, easily cleared with a drink or a little information, and by someone of no real standing or power. 50 cp raises this to a moderate favor, or to the same owed to you by a middle class man, 100 cp for both. 100 cp and an upper class gentleman is indebted to you, or the favor is of a major character. 200 cp to either have a jobless and powerless man owe you their life or a minor favor from the leader of a great power. This may be taken multiple times, in future Jumps you start with someone owing you one or more favors.

Income (Variable) Hunting monsters (or hunters) is hard on the day job. For free you get a monthly income appropriate for your social status. For 50 cp you may raise it once, such as middle to upper class. 100 cp to do so twice, 200 to do so three times.

Lodge (Variable) Everyone needs somewhere to rest their heads, and a headquarters to plan their next move. At a base, (ie.e for free) your lodge is placed in your starting city or one of your choice and consists of a kitchen and dining room, bedrooms for four, and a meeting room with a chalkboard.

For 50 cp apiece, you may add: quarters for twenty people per purchase, telegraph monitoring in the city, telegraph to another Lodge, a well-stocked library, a ripper lab for the dissection of monsters and creation of extracts and implants, a machine shop, an automobile garage and repair shop, an unassuming facade, a gymnasium for rapid training, a surgery, a comfortable lounge, an armory and secure cells.

For 100 cp apiece, you may add: A chapel for prayer and the production of holy water, a secure lab for dissecting new monster specimens, a hidden escape tunnel, two dedicated soldiers for security, defenses in the form of hidden weapons, traps or wards, a network of locals to serve as informants and early warning, a wealthy patron, a front as a respectable business, a holy relic, a specialist research room, a nexus point of ley lines that allows rapid regeneration of magic, and wards which sound an alarm should anyone approach without a proper key or passphrase.

For 200 cp, you may purchase a second Lodge in another city and improve it as above. There is no limit to how many times you can purchase lodges or improvements for them.

Bloodhound (-50 cp) Many Rippers keep packs of dogs trained to sniff out the monstrous and the unusual, and to fight at their master's side. Seems only fair you should have at least one.

Canteen (-50 cp) Half a gallon of water, refilled twice a day.

Grapnel Launcher (-50 cp) This gun fires a hook attached to a cord, which it can rapidly retract, allowing you to rapidly ascend or catch yourself should you fall.

Lantern (-50 cp) An otherwise mundane lantern that never breaks or runs out of oil.

Leather Armor (-50 cp) A trusty friend, whether rugged and practical leather clothing with some stiffer bits, a heavy coat, or an outlandish costume.

Melee Weapon (-50 cp) From a sturdy truncheon to a cavalry saber, brass knuckles to a sledgehammer or the refined sword-cane, you can seldom go wrong with a trusty weapon. You can always pull yours out when it's needed.

Toolkit (-50 cp) A generic toolkit containing everything needed to fix one of the new gas-cabs, or perform carpentry, or whatever else you might need to do.

Wooden Stake (-50 cp) A sharp piece of wood, in many cases a nearly useless weapon. Against a few specific foes? Priceless. Just fish in your pockets and you will always find one.

Chainmail Vest (-100 cp) Anachronistic, some might say, but a fine thing to have between your vitals and a were's claws.

Grave Brew (-100 cp) A foul and oily concoction of all the bits of the undead the rippers could find no better use for. Assuming you can keep it down, it temporarily deadens the heart, cooling passions, shielding against terror and hysteria.

Hermetic Chest (-100 cp) A small box with ornate and mystic carvings which magically seals, perfectly preserving whatever lies within. A good assistant to extracting organs in the field.

Leather Satchel (-100 cp) Don't call it a man-purse, this adventurer's satchel never gets lost, nor the contents damaged.

Ranged Weapon (-100 cp) Whether a rifle, or a tiny concealed derringer, a shotgun or even the repeating crossbows with trick arrows favored by many Rippers, the idea here is to kill your enemies from far away.

Ripper Blades (-100 cp) The signature weapon of the Rippers, an unassuming leather vambrace with three or four spring loaded blades, ten inches long and hooked like the claws of the monsters they fight.

Cold Iron Flask (-200 cp) A small cylinder that is nearly solid iron, save a small opening covered with a lead stopper. When unplugged, any demon or similar entity with an iron weakness nearby is sucked inside with terrible force (the strongest or luckiest may resist) and trapped within until the vessel is opened again. Replaced monthly.

Blessed/Cursed/Magic Vestments (-200 cp) Ceremonial robes invoking holy, unholy or eldritch powers. The first two are the best armor that exists against magical attack. The magic vestments offer lesser protection from all sources of damage. Very light and breathable, but may attract odd looks.

Boilerplate (-200 cp) Heavy steel plates sewn into a heavy coat, this can stop a bullet or a few before becoming dented into uselessness, and will repair overnight.

Dreadful Liniment (-200 cp) Some aspect of implanting monster parts in humans accelerates the healing process so the recipient recovers with superhuman speed and ease, barring complications. The rippers eventually figured out how to distill this quality into a salve which can mend any wound with dispatch, but causes fatigue and intense nausea for hours. You have a small tin which replenishes weekly.

Holy Bible (-200 cp) Carried by martyrs, and imbued with power by their sacrifice. While you carry this, the first hostile spell of each day cast upon you will backfire on the caster.

Holy Weapon (-200 cp) A weapon blessed to do far more damage to creatures of evil. Also available in enchanted or cursed variety.

Lion's Tongue (-200 cp) An ornate silver pipe. All who inhale the smoke find their minds and spirits projected onto people living in the past, or sometimes even other Savage Worlds, allowing one's party to have a whole adventure and then wake a few minutes later still in your smoking lounge, having had a grand time and maybe learned some things.

Ouija Board (-200 cp) Two people using this spirit board may ask a question and receive an answer. The spirit bound to the board is mischievous and will misinterpret the question if possible, and omit information if it can, but cannot directly lie. If used more than once a week, it summons an angry ghost to attack.

Technical Journal (-200 cp) You have found a journal of some kind of mad scientist, detailing a superior form of an existing device. Either modifications or an upgraded design, with vastly superior performance and reliability.

Cursed Crucifix (-300 cp) A cross bearing a potent curse. While you wear it, any harm you do will not be mended by faith healing or regeneration, it can only heal in the normal progression of things.

Flying Carpet (-300 cp) An elaborate rub from the exotic Near East, this enchanted carpet can fly into the very air, bearing up to five passengers. It's not terribly swift compared to the rails, but will consistently outpace people and horses.

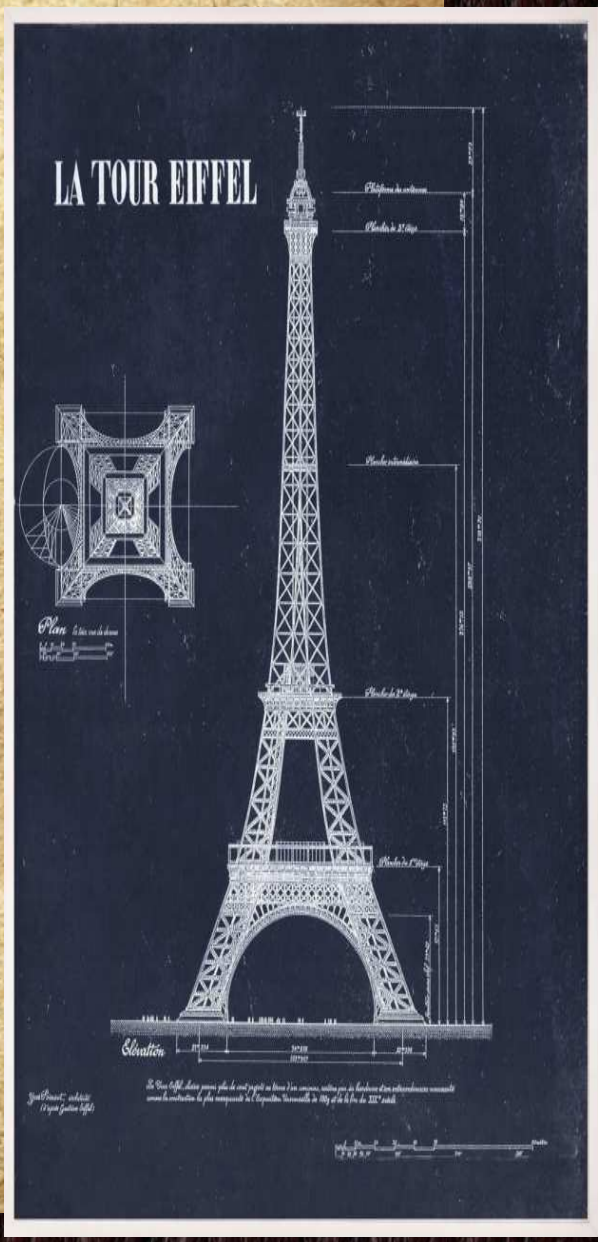
Martyr's Cross (-300 cp) A holy symbol carried into battle against evil, sanctified by the sacrifice of the previous bearer. This cross causes pain and wards off supernatural evil in all its forms, forcing all but the strongest willed to retreat at least twenty feet.

Scrying Crystal (-300 cp) A crystal ball which, if your focus and will are great enough, enables you to spy on scenes happening anywhere in the world, though some few especially holy, accursed or warded sites are shielded.

Vampire Hunter's Revolver (-300 cp) Van Helsing's gun from his field work days, a beautiful piece engraved with silver crosses all over, it fires blessed bullets which do extraordinary harm to the undead, and especially the *vampiri.*

Egyptian Obelisks (-400 cp) They wondered at the purpose of Cleopatra's Needle. Well wonder no more, these obelisks always come in linked pairs, and enable you to teleport from one to the other. You have six pairs you may place as you wish,
and the instructions on papyrus for making more.

Eiffel's Tower (-400 cp) Alexandre Eiffel was an evil Genius, his famed tower is a transmitter of eldritch energies. While the tower stands functional, no vampire within eighty miles of Paris needs to feed. You have a duplicate tower and the complete schematics, not just the phony public blueprints, in case you wish to make more.



Magic Lamp (-400 cp) A plain brass oil lamp, dented and filthy. Should you polish it you would find a djinni inside, who will grant you one wish a day. The Djinni is not all powerful, but is capable of invisibility, shapeshifting, teleporting and great feats of magic. It is also a trickster that will gleefully and maliciously interpret your wishes to your sorrow. Still, this is more power than you will find anywhere else in this document, if you're careful and keep your wits about you.

Time Bending Clock (-400 cp) Based on the famous astrological clock of Prague, manipulating the hands allows a person to travel up to one day into the past or future, and even change events. However, this power can only be used monthly, and those with less than an exceptional will may be struck blind for that long when using.

Soul Mirror (-400 cp) A hunk of reflective obsidian, rune-inscribed. Once it catches your reflection, it bonds to you, and your reflection takes on a life of its own. Any physical damage, any mental trauma, even aging happens to your reflection instead. However, after taking a certain amount, about half of your total capacity for any of the above, the mirror shatters and all of that pain is hitting you at once.



HINDRANCES

Savage Tales (+0 cp) Should you wish to use this Jump as a supplement for any other linked by period, genre or perhaps even the Savage Worlds system, you may do so. If you wish to proceed directly from this Jump to any Savage Worlds Jump, you may also do so.

Always the Next Night (+50 cp) By default you are staying from 1885-1895, ten years. Each time you purchase this drawback, your stay is extended by five years. This can be taken no more than eight times.

Code of Honor (+100 cp) Honor is incredibly important to you. You will not break your word, try not to lie, and strive always to behave in a morally upright manner as you understand it.

Curiosity (+100 cp) A quality renowned for getting cats and monster hunters killed, you simply cannot leave well enough alone, can't resist a mystery or a puzzle. If you do, it will half drive you mad.

Eventful Journeys (+100 cp) It seems you can never catch a ship or train without a murder or some other distraction, move between cities without a random encounter.

London is a State of Mind (+100 cp) Wherever you go it seems you are beset by pounding rain, choking smog, or all-concealing mists. Which is great if you have reasons to fear the sun, but even a vampire might long to see a flower in full bloom now and again.

Notorious (+100 cp) You have a far reaching reputation as a rogue and a scoundrel. People in the same social strata are wary of being seen associating with such a person, lest some of your rep rub off and they be tarred with the same brush.

Scarred (+100 CP) Jumpers are a vain bunch as a rule. Whether from scars of battle, fire, pox or botched surgeries, your visage is truly hideous to behold, children may scream on seeing you.

Screamer (+100 cp) No matter how much you try to fight it, when scared or startled you let out an ear-splitting scream. Besides being very annoying for your companions, it can alert any nearby monsters.

Tongue-Tied (+100 cp) You flub your lines, stutter sometimes, get lost in tangents and make other errors of speech. This can make it harder for some people to take you seriously, certainly in an interrogation scenario.

Thin-Skinned (+100 cp) You don't take criticism well, and are easily goaded by Insults and taunts.

Enemy (+100/200 cp) You have made a powerful enemy, a monster or veteran hunter of the same, perhaps a noble of considerable wealth and power. Whatever the case, they are deeply, personally committed to your destruction.
For an extra hundred cp (200 total) your enemy is a great leader, like the Prime Minister, or Dr. Jack, Dracula, Van Helsing, etc. Someone with armies of spies and minions to throw at you.

Delusional (+100/200 cp) You firmly believe in one or several things everyone else will consider quite strange, the product of a disturbed mind. Women are equal to men and should vote, Aristocracy and monarchy are outdated, you're a traveler from another world, and doctors should probably wash their hands between patients, to give a few examples. At least a few times during your stay your odd ideals are going to cause you problems when you try to act on them or they bump up against those of your peers.
For an extra hundred cp (200 total) you can't help but express them frequently, taking stands against the wrongs nobody else will acknowledge, and to the face of people who will violently disagree.

Habit (+100/200 cp) You have a really irritating or off-putting habit. A catchphrase, humming loudly, spitting, or other ungentlemanly/unladylike behaviors.
For another hundred cp (200 total) you've gone past habit and into full on addiction to something terrible for you, like opium or snuff.

Obligation (+100/200 cp) You owe a major obligation to a person or organization. Could be a mentor, an ailing family member, the police force or military. Whatever the case, this takes up a lot of time and is a big hassle leading to drudgery and tedium.
For an extra hundred cp (200 total) this becomes an inescapable obligation to face not just drudgery, but real danger. Perhaps your mentor is in deep with the Cabal drug trade, or that dying auntie needs medicine only obtainable from herbs that grow in the deepest jungle where no white man has ever tread.

Fractious (+200 cp) At the best of times, the Cabal is a serpent's den of competing interests, a direct consequence of having a "big tent" organization united solely by their hatred of Rippers. Meanwhile, an uneasy peace exists among the constituent groups of the Rippers, divided over science, religion, magic, rippertech. Now your group is even more contentious, creating headaches for you and opportunities for your enemies.

Heroic (+200 CP) You can't ever turn your back on people in need, no matter how pressing or urgent your own business may be. You'll even save your own mortal enemy if they're disarmed or dangling off a cliff-face.

Mute (+200 CP) Perhaps by defect of birth, perhaps due to trauma physical or mental, you no longer possess the power of speech. There is some sign language in this era, but very few people know it. You could write out messages, or play charades.

One's Own Resources (+200 cp) Your Warehouse, and the treasures within, shall be inaccessible during your stay here.

Oversensitive (+200 cp) You are tightly wound, full of nervous energy, easily startled by small noises, yet find long silence oppressive. Have fun!

Rivalry (+200 cp) One sub-faction within your group, such as vampires or witch-hunters, hate you perosnally and will go to any lengths to see you destroyed.

Restless Dead (+200 cp) Zombies, skeletons, ghosts, what is it that draws the undead to you? It seems every fourth or fifth town you stop in, or each full moon, brings another encounter with the walking dead.

Shuffling Gait (+200 cp) You're not terribly quick on your feet, whether from a leg injury, birth defect or some form of curse, like a zombie or Patchwork Man, you travel at two speeds, painfully slow, and somewhat quicker limp/shuffle.

Supernatural Weakness (+200 cp) Pick a substance, such as silver, mercury, wood if you're feeling masochistic. The touch of this substance burns your flesh as if it were red hot, and weapons made of it do incredible damage to you, piercing armor and bypassing any other defenses you might possess.

Traumatized (+200 cp) Having been once brutalized by monsters, you know them to be real. You are terrified to be alone, to go out at night, to take any risk of another encounter. This may be overcome, but only at great effort.

Pacifist (+200/300 cp) You just can't bring yourself to hurt someone except in the strictest of self-defense. Even if someone is whipping a child in the streets, you will use only your words. For an extra hundred points (300 total) you won't use violence even to save your own life.

Cursed (+300 cp) You crossed or served a dark power and were forever tainted by its foul touch. Not for you the healing or blessings of angelic magic, the higher light *burns*. Holy symbols, ground and water are also problems for you. Have fun!

Impulsive (+300 cp) You're not a terribly reflective person, you leap into the fray without looking, weigh in on conversations you didn't hear, and generally rarely bother to plan ahead or think things through.

Overconfident (+300 cp) There's nothing you can't do, nobody you can't defeat. At least to hear your version of things. You're not outright suicidal, but you'll be constantly talking yourself up and biting off more than you can chew, which is a problem when hunting assignments are handed out.



Vienna Accords (+300 cp) During your time in this world, you must strictly observe the Vienna Accords, which forbid all practice of magic, and all experimentation into new implants save under strict controls and supervision by senior members of the order. If you want to tinker or dabble, you must wait until your time here has passed.

Damnation (+400 cp) Not literally, but your powers and perks seem to have fallen off somewhere in the transition. You can have them back when your time is up, and your choice made.

BEWARE!

Ripper Psychosis (+400 cp) Implanting monster bits is neither sane nor healthy, and in the normal run of things takes a toll on a person's reason until eventually, maybe on the third implantation, maybe the dozenth, they snap. Normally, your patron would protect you, but now you forgo that shield. At least the ones purchased through this document are still safe.



END

Your drawbacks fall away, and a final choice is revealed. Shall you-

Return: To your own good home?

Remain: And keep the people safe from the horrors of the night?

Move On: To new worlds and no adventures?

The choice is yours, none can make it for you.